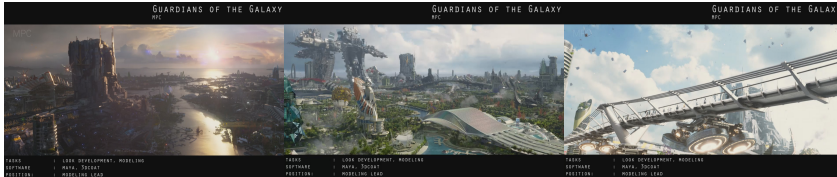


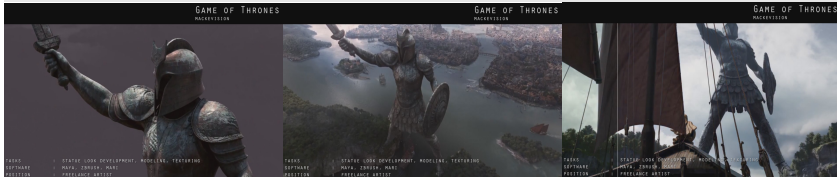
## Shot breakdown Showreel 2015 by Andreas Tandy Nehls

### Guardians of the Galaxy directed by James Gunn, visual effects by MPC



modeling of Nova Corp HQ and parts of city and creating scripts to facilitate workflow for team  
 team leading of about 5 people creating additional buildings  
 software used: maya  
 title: modeling lead

### Guardians of the Galaxy directed by Various, visual effects by Mackevision



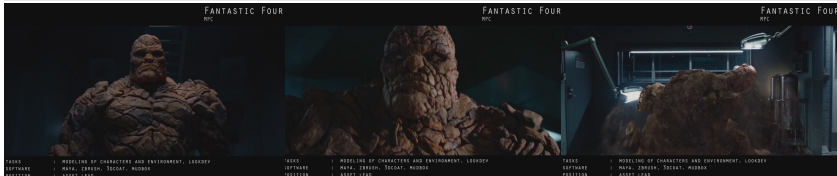
modeling, look development and first pass textures of Braavos colossus statue  
 software used: maya, zbrush  
 title: freelance artist

### Avatar directed by James Cameron, visual effects by Weta Digital, copyright Twentieth Century Fox



look development and modeling of the floating mountain environments shown  
 props modeling: gear, weapons, etc.  
 generic navi character and creature modeling for background  
 software used: maya, mudbox, zbrush  
 title: modeler

### Fantastic Four directed by Josh Trank, visual effects by MPC



character creation of main character „the Thing“ with team of modelers and texture artists, creating scripts to facilitate workflow  
 environment modeling and lookdev of full cg environments with team of modelers and texture artists  
 asset lead of about 15-25 modelers and texture artists, creating assets, vehicles, several digidoubles and sets  
 software used: maya, 3dcoat, nuke, mudbox, zbrush  
 title: asset lead

### Iron Man 3 directed by Shane Black, visual effects by Scanline VFX



helicopter and weapon setup modeling  
 software used: maya, zbrush  
 title: modeling lead

### White House Down directed by Roland Emmerich, visual effects by Scanline VFX



plane destruction modeling using blendshapes and initial blendshape set up for animation/destruction dept.  
 pool environment and car modeling with team  
 supervising small team of 2-4 people creating additional environments and mechanical vehicles/assets  
 software used: maya, zbrush  
 title: modeling supervisor

## Vicky and the treasure of the gods

directed by Christian Ditter, visual effects by Scanline VFX



environment modeling for about 15 ice/snow and rock/mountain scenes  
software used: maya, mudbox, zbrush  
title: modeling lead

## Wrath of the Titans

directed by Jonathan Liebesman, visual effects by MPC



look development and modeling of temple incl. statues, debris, etc.  
software used: maya, 3dcoat, zbrush, mudbox  
title: modeler

## Tintin

visual effects by Weta Digital, directed by Stephen Spielberg and Peter Jackson



look development and modeling of desert scenes, props modeling, character modeling (characters not shown in these scenes)  
modeling of some boat interior scenes  
software used: maya, mudbox  
title: modeler

## 47 Ronin

visual effects by MPC, directed by Carl Rinsch



modeling of ships and set extensions  
team leading of about 2-3 people creating additional assets for sets  
software used: maya, zbrush, 3dcoat  
title: modeling lead

## Snow Piercer

visual effects by Scanline VFX, directed by Joon-hi Bong



environment modeling, lookdev, modeling of train head  
supervising small team of about 5-10 people, creating additional environments and mechanical vehicles/assets  
software used: maya, zbrush, 3dcoat, mudbox  
title: modeling supervisor